

II. CLAIM AMENDMENTS

1. (Currently Amended) A method for controlling a terminal display, the method comprising:

providing the terminal display with at least one virtual display, a display portion or an object, and

moving at least the virtual display, the display portion or the object on the terminal display using ~~the motion of a terminal or~~ the motion or location of an object proportioned to the terminal,

wherein said method comprises a shooting game, and a target and an aiming point are shown on the terminal display, and the motion of the aiming point on the terminal display is proportioned to the ~~motion of the terminal or to the motion~~ of an object in relation to the terminal.

2 - 7 (Cancelled)

8. (Previously Presented) A method as claimed in claim 1, wherein a user is informed about a release in the shooting game with a sound signal, a light signal or a vibrator.

9. (Cancelled)

10. (Cancelled)

11. (Currently Amended) A method as claimed in claim 1, wherein the motion of the ~~terminal~~object is identified by means of proximity sensors.

12. (Currently Amended) A method as claimed in claim 1, wherein the motion of the ~~terminal~~object is identified by means of sensors manufactured by OTM (Optical Translation Measurement) Technologies Ltd.

13. (Currently Amended) A method as claimed in claim 1, wherein the motion of the ~~terminal~~object is identified using a camera to take at least two consecutive images.

14. (Currently Amended) A terminal comprising;

a terminal display;

a user interface;

means for providing the terminal display with at least one virtual display, a display portion or an object; and

means for moving at least the virtual display, the display portion or the object on the terminal display using ~~the motion of the terminal or~~ the motion or location of an object proportioned to the terminal display,

wherein said terminal comprises a shooting game, and a target and an aiming point are shown on the terminal display, and the motion of the aiming point on the terminal display is proportioned to the ~~motion of the terminal or to the motion~~ of an object proportioned to the terminal.

15 - 18 (Cancelled)

19. (Previously Presented) A terminal as claimed in claim 14, wherein a release in the shooting game occurs by touching a key or a touch control switch or by means of a voice.

20. (Cancelled)

21. (Previously Presented) A terminal as claimed in claim 14, wherein a user is informed about a release in the shooting game with a sound signal, a light signal or a vibrator.

22. (Cancelled)

23. (Cancelled)

24. (Currently Amended) A terminal as claimed in claim 14, wherein the motion of the ~~terminal~~object is identified by means of proximity sensors.

25. (Currently Amended) A terminal as claimed in claim 14, wherein the motion of the terminalobject is identified by means of sensors manufactured by OTM (Optical Translation Measurement) Technologies Ltd.

26. (Original) A terminal as claimed in claim 14, wherein the motion of the terminalobject is identified using a camera to take at least two consecutive images.

27. (Currently Amended) A method for controlling a terminal display, the method comprising:

providing the terminal display with at least one virtual display, a display portion or an object, and

moving at least the virtual display, the display portion or object on the display using the ~~motion of a terminal or the~~ motion or location of an object proportioned to the terminal,

wherein said method comprises an archery game, and the target and the aiming point are shown on the terminal display, and the motion of the aiming point on the terminal display is proportioned to the ~~motion of the terminal or to the motion~~ of an object in relation to the terminal, and a stretch of a bow is modelled using the distance between two objects.

28. (Previously Presented) A method as claimed in claim 27, wherein said objects comprise fingers.

29. (Previously Presented) A method as claimed in claim 27, wherein a stretching force of the bow in the archery game is depicted on the terminal display using colors or graphic symbols.

30. (Previously Presented) A method as claimed in claim 27, wherein a stretching force of the bow in the archery game is depicted using a sound signal.

31. (Previously Presented) A method as claimed in claim 27, wherein a release in the archery game occurs by touching a touch control switch or a key or by means of a voice.

32. (Previously Presented) A method as claimed in claim 27, wherein a release in the archery game occurs by identifying two objects, which are drawn away from one another.

33. (Previously Presented) A method as claimed in claim 32, wherein said objects comprise fingers.

34. (Previously Presented) A method as claimed in claim 27, wherein a user is informed about a release in the archery game with a sound signal, a light signal or a vibrator.

35. (Cancelled)

36. (Cancelled)

37. (Currently Amended) A method as claimed in claim 27, wherein the motion of the terminal object is identified by means of proximity sensors.

38. (Currently Amended) A method as claimed in claim 27, wherein the motion of the terminal is identified by means sensors manufactured by OTM (Optical Translation Measurement) Technologies Ltd.

39. (Currently Amended) A method as claimed in claim 27, wherein the motion of the terminal object is identified using a camera to take at least two consecutive images.

40. (Currently Amended) A terminal comprising;

a terminal display;

a user interface;

means for providing the terminal display with at least one virtual display, a display portion or an object; and

means for moving at least the virtual display, the display portion or the object on the terminal display using the ~~motion of the terminal or the~~ motion or location of an object proportioned to the terminal,

wherein said terminal comprises an archery game, and the target and the aiming point are shown on the terminal display, and the motion of the aiming point on the display is

proportioned to the ~~motion of the terminal or to the motion~~ of an object in relation to the terminal, and that a stretch of a bow is modelled using the distance between two objects.

41. (Previously Presented) The terminal as claimed in claim 40, wherein said objects comprise fingers.

42. (Previously Presented) A terminal as claimed in claim 40, wherein a stretching force of the bow in the archery game is depicted on the terminal display using colors or graphic symbols.

43. (Previously Presented) A terminal as claimed in claim 40, wherein a stretching force of the bow in the archery game is depicted using a sound signal.

44. (Previously Presented) A terminal as claimed in claim 40, wherein a release in the archery game occurs by touching a key or a touch control switch or by means of a voice.

45. (Previously Presented) A terminal as claimed in claim 40, wherein a release in the archery game occurs by identifying two objects, which are drawn away from one another.

46. (Previously Presented) A terminal as claimed in claim 45, wherein said objects comprise fingers.

47. (Previously Presented) A terminal as claimed in claim 40, wherein a user is informed about a release in the archery game with a sound signal, a light signal or a vibrator.

48. (Cancelled)

49. (Cancelled)

50. (Currently Amended) A terminal as claimed in claim 20, wherein the motion of the ~~terminal~~object is identified by means of proximity sensors.

51. (Currently Amended) A terminal as claimed in claim 40, wherein the motion of the ~~terminal~~object is identified by means of sensors manufactured by OTM (Optical Translation Measurement) Technologies Ltd.

52. (Currently Amended) A terminal as claimed in claim 40, wherein the motion of the ~~terminal~~object is identified using a camera to take at least two consecutive images.